

# PHOBOS

**Nyhetsblad for Ares – kun for medlemmer**

Nr. 274, onsdag 8 november 2000

## **REDAKSJONELT**

Dette blir et kortfattet redaksjonelt. Nå har det regnet mer enn det har gjort på meeeget lenge. Vi rekker ikke å skrive stort mer enn litt om været denne gangen...  
<blubb, blubb, blubb ->

## **HEXCON 2000 EN SUKSESS**

Den tradisjonsrike Trondheims-spillkongressen kan melde om god stemning, mange turneringer og ny deltager-rekord: 180 medlemmer, hvorav de aller, aller fleste også møtte opp. Det var forhåndspåmeldt ca. 90 personer, og til sammen kom det altså dobbelt så mange. Årets con foregikk som sedvanlig på Rosenborg Skole, litt utenfor sentrum i Trondheim, og det var en rekke tilreisende, deriblant ca. 15 stykker fra Oslo-området, bl.a. med Ares' subsidierte leiebiler/minibuss.

## **OSLO SPILLFORUM**

førstkommende søndag. Se annonse s. 3

# EX CATHEDRA #174

(spalten til Johannes H. Berg, styremedlem i Ares, administrator for ARCON)

Nummereringen av denne spalten var feil sist; det er kanskje ikke så viktig for mange, men når man først skal være grundig, så bør det vel nevnes. Det var altså spalte nr. 173 av «Ex Cathedra» i siste nummer av PHOBOS!

Nå har altså en del av oss vært på Hexcon. Det er snakk om engasjerte enkeltmedlemmer (hei, Jan Erik!) så vel som beinharde veteraner fra den indre ARCON-krets. Vi får ikke plass eller tid til å koste på oss noen lengre referat, men litt kan jo sies: Årets Hexcon ble en meget vellykket kongress. Som antydnet med førstesideoppslaget vårt ble det ny deltagerrekord, noe som jo er meget trivelig i et år hvor andre større kongresser har erfart nedgang i oppslutningen (vi savner forresten fremdeles en RegnCon-rapport – noen som var der?). Turen vår oppover måtte legges opp med to biler – en minibuss (plass til 7!) og en personbil, ettersom vi dessverre ble litt for få til å ordne med en regulær turbuss denne gang.

Dermed ble det heller ikke felles avreise fra Oslo; den minste bilen ble nemlig leid & kjørt fra Kongsberg (takk, Teo!), hvilket gjorde det vanskelig å komme seg av gårde i fellesskap – Oslo-sjåfør Herman Ellingsen ønsket å dra straks 7-seteren, en Renault, ble klar nede hos Hertz på Oslo S. Litt forvirring m.h.t. hvem som ville være med i hvilken bil, og noen som ikke kunne bli med likevel, ble avklart i siste liten... Etter en del forsinkelser, som dessverre undertegnede bidro til (fredag 3/11 var ikke noen god dag å fikse drosje på!), kom vi oss av sted og temmelig raskt ut av byen. Det var ikke spesielt trivelig vær rundt om på veien, via Eidsvoll, Elverum og Rena, men vi kom oss da oppover gjennom Østerdalen til tradisjonell lunch-stopp på Alvådal uten å bli tatt av flom...

Straks man kom seg over fjellet til Trøndelag letnet det, og Gaula gikk så tørr som jeg noen gang har sett den – ikke noen

tegn til oversvømmelse her, nei! Takket være den tidlige starten og god kjøring underveis, ankom vi Trondheim i god tid før starten på den første puljen. Noen av oss la ikke så stor vekt på å få spille noe absolutt hele tiden, mens andre var i ilden fra fred kveld til søndag ettermiddag, da vi dro igjen straks avslutningsseremonien var overstått kl. 1430.

De av oss som tok seg tid til litt shopping/sightseeing nede i byen (mer naturlig for folk som undertegnede, med hotellrom i Nordre Gate) kunne konstatere at utvalget på Dreamlands fortsatt er bra, men at de har fått en ambisiøs konkurrent i Trondheims-filialen av Outland, som holder til i et langt trangere lokale i Munkegaten (like ved Ravnkloa). Begge butikkene var forholdsvis tynne på brettspill, men her hadde i det minste Dreamlands et visst utvalg av bl.a. *Columbia Games*. På rollespill (og tegneserier!) lot det til å være langt jevnere. Svein Tore Mauseth driver fortsatt Dreamlands, mens hans eks-medarbeider (og i sin tid leder for Avalon i Trondheim) Karl-Inge Refseth er sjef for konkurrenten... Dessuten er det dukket opp en *Spiderman*-filial i Trondheim, og t.o.m. en avdeling av videospill-senteret *Kanalen* (moderbedriften i Oslo ligger i Klingenberggt.).

Selve Hexcon-turneringene var en blanding av gammelt & velkjent (selvsagt hadde de *Titan*, *Merchant of Venus*, *Britannia*, *Diplomacy*, *History of the World* og *Wrasslin*!) med en god del nytt og/eller kreativt: Brettspillturneringer i nye, «europiske» spill som *Euftrat & Tigris*, *Formula Dé* og *Mississippi Queen*; live-rollespill-opplegg; hele-con'en-spilling av *Totaler Krieg*; *Stellar Conquest*-turnering; nye, norskdesignede spill som *Landnám* og *Fjøsnessene*; den første *Fabula*-turneringen noensinne som ikke Tomas Mørkrid står bak; og en generelt vellykket og god con-ramme i form av den kjente klassiker i så henseende:



*Paranoia!* Man hadde t.o.m. satt opp et lommeprogram i form av «Computerens Lille Røde» – et programark som samtidig var sanghefte! (Med potensielle klassikere som ”Sikkerhetsklareringsangen” og ”Alltid beredt-sangen”...).

Turen nedover igjen ble også trivelig, selv om minibussen var litt mer fullsatt denne gangen, og selv om det som sedvanlig var mørkt nedover hele Østerdalen (ikke så mye å se på der uansett!). Vi kom oss tilbake til Oslo og ble kjørt hjem av vår eminente sjåfør, hr. Ellingsen, fra kl. 23 og utover – litt for sent til å ta en tur på Astrofestivalen på Ekberg som extranummer. Men alle var enige om at det hadde vært en hyggelig tur...

*Johannes H. Berg*

## NESTE OSLO SPILLFORUM BLIR 12/11

Og det er jo ikke akkurat lenge til – førstkomende søndag, når dette nummeret av PHOBOS kommer ut. Arrangøren (SimuleringsSpillHobbyens Selektive Sentralkomité, også kjent som Johannes H. Berg) ønsker alle interesserte hjertelig velkommen. Nå i november er vi tilbake; treffet skal nok en gang finne sted hjemme hos SSHS (Tuengen Allé 10) fra kl. 1500 (som jo er det tradisjonelle starttidspunkt) altså på søndag den 12. november. Kontakt Johannes (snakk med ham på Ares, eller ring / mail på 92 08 13 65 / jhberg@fandom.no) dersom du er interessert i å komme.

## DATOLISTEN

Søndag 12/11: Oslo Spillforum (hjemme hos Johannes Berg)  
Lørdag 25/11: Oslo & Omegn Miniatyrspillklubb – spilldag på Bjølsen  
*(ja, nå er det tynt frem mot jul; vi får vel se om ikke vi kan komme opp med en Defcon-dato snart!)*

## PHOBOS

**Medlemsblad for Ares – forening for simuleringsspill  
(Bjølsen + Blindern) Gratis til medlemmene!**

### **Redaksjon:**

**Johannes H. Berg, Herman Ellingsen, Trond Jansen**  
Bidrag kan også leveres via Thomas Refsdal på Blindern  
Utkommer hver 2. og 4. onsdag i måneden  
(unntatt til 4. onsdag i desember)

# AFTER ACTION: **EUROPA**

## «The Fight Against Fascism»

DEL III (forts. fra PHOBOS 273)

*Second Front-scenario og spillrapport fremskaffet av Fred Førde*

**Nov I 43**

*Mud everywhere, Rough in the Atlantic, calm in the Med and Baltic*

### **Axis Player Turn**

Spain - Enraged at the Portuguese "stab in the back", the handful of Spanish units in the west shuffle about in the mud and swear to fight to the death against their invaders while along the Pyrenees the Germans shuffle about trying to protect Barcelona and Franco's new government. The 250th Spanish Blue XX mans the barricades with newly mobilised Artillery regiments providing support to cavalry and civil guard units. Viva la muerte! The sudden withdrawal of the 16th Pz XX to Russia from Tortosa leaves a single Spanish Mtn XX holding the line from the approaching English and French North African units.

Italy - Confident that the mud has closed down the front, the Army Group Italy CinC pops the cork on a couple of bottles of vino rosso in celebration. The policy of holding the US forces as far forward as possible seems to have paid dividends. Naples and Salerno remain in German hands, and, despite the drubbing received at Andria and the loss of an undamaged Foggia, the Peninsula looks secure. Along the coast several ants scurry to take up coast watch duties while the frontline rests under the driving rain while LW and RSI fighter aircraft rebase to Naples.

### **Allies Player Turn**

Spain - A joint Canadian, British and Portuguese attack on Salamanca fails to dislodge the stubborn Spanish and the Allies are forced to flee from battle. At Tortosa, the single Spanish XX is crushed by British and French units who get a DR/ZoC result. Units exploit through to link up with the Tarragona beachhead and march onwards to Barcelona. At San Sebastian, an attack by Canadians and British fail to dislodge the defenders and break out into France.

Italy - The Indian 4th Mtn XX the NZ Mech 2nd and an armoured X arrive in Italy to team up with the 4 division strong British corps operating in the area. These units, using the roads to cross the peninsula, position themselves behind an American attack on the Panzer XX in Benevento. US units are stripped from the Adriatic coast to slam into the Pz XX defences while infantry and engineering troops slip through the mountains past the HG XX in Salerno. Fighters from Naples scramble to intercept the Allied air offensive in support of the US attack in the muddy conditions but are largely ineffective against such overwhelming odds. An EX results to the stunned disbelief of the Axis commander who spills vino rosso all over his uniform on hearing the news. The unhinged line is further broken into by the NZ 2nd XX and again the HG XX looks like being trapped unless it retreats to behind the Garigliano.

**Nov II 43**

*Mud and Rough*

### **Axis Player Turn**

Spain - Barcelona is strengthened by the arrival of the SS 10th F PzG XX at Sabadell while the Spanish pull back from the Tarragona region. The northern front is wilting under allied pressure but Hitler sends an urgent plea to Franco to hold on for as long as possible until the passes over the Pyrenees can be garrisoned effectively. In the west the fragmented units holding out against the Portuguese-British attack begin to suffer from lack of supply and urgently radio through to Barcelona looking for aid. Constant withdrawals of key units to Russia is also annoying the German CinC who is forced to shuffle units about to hold Spain in the war.

Italy - Naples and Salerno are abandoned and the German army with RSI units withdraws to the forts behind the Garigliano. HG XX just scrapes through the ZoCs of the US/NZ forces to arrive safely home. The folly of not using air harassment on its line of retreat haunts the allied commander and he is hounded into early retirement by the bitter press denunciations (obviously fed by press leaks from irate politicians from Whitehall and Washington). The best chance of pinning and destroying the HG XX (the last C/M XX in Italy except for a PzG XX guarding Liguria from sea attack) and getting an easy run into Rome without having to face a strong Cassino defence was missed due to the focus on Spain. The German CinC breathes easy once more and orders a bottle of grappa.

### **Allied Player Turn**

Spain - Portuguese and British troops take Merida and push on to Caceres. Salamanca holds out again to an allied attack. In the east, Zaragosa falls to troops pushing north from the coast along the Ebro. This leaves only Barcelona and Lerida linked with France.

Italy - The British forces take up positions south of the Garigliano while the US forces move to the Adriatic coast and begin to enter the mountains, preparing for a flanking move on the 32 mile long "Adriatic Anvil" manned by the 44th Hud XX and a couple of lower quality Infantry units with ants. The

placement of units makes it clear that despite the weather and terrain that the US forces are preparing to launch another assault soon. With news of this, the German CinC snorts grappa through his nose in surprise. It is also noted that several ports in Northern Italy have been left virtually unguarded and well within the reach of the air bases in Corsica (where significant numbers of air units begin to redeploy). Northern France and its defending troops remains untouched by the troubles in Spain and Italy.

## Dec I 43

*Snow, Snow, Mud and Mud, all seas Rough.*

### Axis Player Turn

Spain - San Sebastian and the surrounding environs are strengthened and Pz Training XXs placed in Southern France as a reserve in case of Allied breakthrough. The large amount of Artillery received this month is scattered along the French coast allowing several divisions to be replaced with brigades and regiments.

Italy - Little occurs in the region.

### Allied Player Turn

Spain - Off the coast of Barcelona the Spanish and Royal navies blunder about trying to locate each other for a second Trafalgar but fail to find each other to the disappointment of both CinCs. Caceres falls to a Portuguese infantry attack which forces the Spanish out of the city. At Salamanca the Canadian 2nd Infantry is left with a bloody nose in an EX result which gives the city to the Allies. Only the Galician cities remain in Spanish hands in the west. Franco calls Churchill all sorts of rude names. Outside of Zaragoza Spanish pride is restored when two Canadian Armoured XXs with attached Motorised British infantry are stopped dead in an attack on a cavalry force (One 4-8 division and three 1-8 regiments). The "Barcelona Bugle" correspondent reports the Shermans were beaten back by the Spanish troopers swords thrust into the treads of the tanks. At Barcelona, British and French infantry are unable to seize the eastern half of the city despite a fourfold superiority in numbers. Franco calls "No pasarán!"

Italy - US Infantry pushes up the central mountain spine threatening the coastal positions (due to the low counter density in Italy compared to history, the central mountains were left unguarded by the German player, and the US infantry, stripped of artillery and other baggage were let loose to turn the Axis flanks). Elsewhere little happens.

## Dec II 1943

*SSMM, Calm Seas everywhere.*

### Axis Player Turn

Spain - The withdrawal of the FH PzG XX from San Sebastian to Russia sends shivers down the German CinC spine until he can find replacements for them in the form of the 26th Pz Cadre that he has to spend valuable armoured RPs on to bring up to strength. In Extremadura, the remaining Spanish forces flee into the hills while Galicia asks for fighter protection and sea borne reinforcements. At Barcelona, Franco spends some of the RPs he has collected from the special replacements gained from massive losses and rebuilds a couple of infantry XXs. These are thrown into the frontline, much to the bitter disappointment of the Allied CinC. Barcelona is looking a tough nut to crack.

Italy - The sudden winter offensive of the US infantry causes the abandonment of the Adriatic coast. Units flee north to the next river line and a PzG cadre is sent from Rome to SE of Aquila de Abruzzi to try and ward off any further American adventurism. The Cassino sector holds on but looks increasingly over its shoulder to the happenings in the east.

### Allied Player Turn

Spain - Irrate at the poor press they got from the previous turns failure in battle, the Canadian tank boys with attached infantry slam into the pesky Spanish cavalry which had slipped into Navarre. The horseboys are wiped out, but not before running amok with the British infantry (EX result). The Canadians press forward and reach the entrances to the passes over the Pyrenees.

Italy - Two US infantry XXs attack and get an EX result on the PzG cadre SE of Aquila, much to the consternation of the German CinC. This attack puts the infantry astride the east-west transportation line outflanking the river line along the Adriatic, threatening Pescara and, more importantly, Roma. The Cassino line is now useless and the Allied CinC begins to see possibilities opening up.

### Analysis

The addition of Spain was definitely been a two edged sword from the Allied point of view. It was fun at first overrunning and swamping the scattered Spanish defences but the key aim of breaking into the Pyrenees before bad weather struck failed. This was mainly due to my failure to get started on towards Barcelona early enough. The Tarragona force was meant to be a block on the Germans getting establish deep in Spain, it worked but I should have used it as a means of getting to Barcelona and knocking the Spanish out earlier. The home rules for garrisoning Spain were also a pain, too many units tied down well away from the fighting, but this is what the rules were meant to do so I guess from that perspective they worked. As to how "historical" they are is anyone's guess.

In Italy the Americans at this date were lodged further north than as was the case historically, but the Italian peninsula has a lot lower counter density - Spain was being mainly defended by German units that were slated for the southern front. This allowed me to push further and faster without any amphibious landings (except for the initial one on the toe). The most disconcerting thing in the game for me at this stage was the German refusal to strip Northern France of units to defend Spain and Italy. I had been hoping for a cross channel lodgement by late 43, but the enemy just wouldn't play my game. The fact that I had several US and British XXs and assorted special forces sitting in the GB holding box could have played a part to. Norway still sits pretty in the north, awaiting Allied liberation. The time is coming.....